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The AVALON HILL

# GENERAL

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Hath the Madness No End?

\* \* \* \* \* **GENERAL**

*... a losing venture published bi-monthly pretty close to the middle of January, March, May, July, September, and November. The General is published by The Avalon Hill Company almost solely for the cultural edification of the serious game aficionado. It helps sell our merchandise, too.*

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## COVER STORY

The next time the female complement of your household complains about how much space those blasted Avalon Hill games consume, suggest building a BLITZKRIEG coffee table for the living room. That ought to end the complaints.

William Miller of Mansfield, Ohio thought it such a good idea that he not only built the contraption shown on the cover, he made a duplicate for his son-in-law Charley Waide to facilitate their pbm games.

Mr. Miller started by obtaining several unmounted BLITZKRIEG map sheets, which he carefully mounted on the tabletop and covered with a plexiglass surface. The drawers were subdivided into compartments to snugly hold the various unit counter types in place, with compartments for "dead units" and rules also in evidence. After adding a few accouterments and finishing the product off with considerable carpentry skill, Mr. Miller was the proud owner of both a

(continued page 3)

## Avalon Hill Philosophy - Part 35

### THE GENERAL - WHAT YOU THOUGHT

For several years the GENERAL has been criticized for its failure to communicate with the readership. In actuality, nothing could be further from the truth. Just because Avalon Hill doesn't go to the unnecessary expense of polling the same people over and over again on the same old topics doesn't mean we don't know "where it's at" in regards to your likes and dislikes. Avalon Hill used an extensive computer campaign several years ago to analyze the wargame market. We found that the changes being made were too insignificant to merit continuing the program (the cost of which had to, of course, be passed on to the consumer in the form of higher game prices). Being constantly reminded every month of the average age of our audience or that you each own 5.4 AH games is not our idea of funds well invested. We find that the feedback we get from our game registration cards, spontaneous correspondence with AH game nuts, and an occasional survey in the GENERAL suffice to keep us up to date in the "vital statistics" department.

This is where the survey in the July issue comes in. Recognizant of the fact that reader desires may change, we ran the survey in Contest No. 50 with the idea of possibly picking up some new ideas as to how we might better mold the GENERAL to conform to the wishes of the bulk of its readership. Fortunately, we found that there isn't that much to be changed. The majority of you feel the magazine is performing its function admirably well already, as was reflected by your consistent high rating of the GENERAL in question No. 7. Nevertheless, there were several plausible suggestions made which we are planning to implement in the near future. In fact, one of these features makes its debut in this very issue.

The consensus seems to be: that the GENERAL should run a feature article in each issue providing it's not over 3 pp. long; that the current level of illustration is sufficient; that "Golden Pen" articles should continue; and that the Opponents Wanted Ads should return to the 35 word format. So be it. The "Golden Pen" articles shall make occasional appearances from time to time, as will "General Diplomacy," whose frequency of publication will decrease as a result of the 39% negative feedback on the subject.

The always controversial opponents wanted ads will return to the earlier format. Avalon Hill makes this expensive and time consuming concession in an effort to further increase services performed for the wargaming public through the pages of the GENERAL. We shall retain the right to refuse any ad which is not neatly printed on the provided form, or is offensive in nature. Copies or facsimiles of the want-ad form will be accepted only if they are identical to the original.

Question 5 on the survey yielded a bit of a shock as history articles ranked surprisingly high; polling 30% of the vote. Strategies led the voting with a 44% rating, followed by variants with a lower-than-expected 26%. One would tend to

believe that variants are suffering from overexposure. Hopefully, our article mix will reflect these figures shortly.

By far the most frequent suggestion to improve the GENERAL was to enlarge it. Unfortunately, with our present circulation such an increase is not financially feasible. We have plans to eventually go to 24 pages, but this will require a substantial increase in circulation. In the meantime we intend to continue to hold the line on prices (after 9 years our subscription rate remains the same), while increasing the quality of the services which we offer to the wargaming public.

Also prevalent among the comments received were suggestions to start a regular review column, featuring a different game every issue. This presented a problem as to how we could write such a column without being unconsciously prejudiced towards our own games. The recent innovation of the "Reader Review" (seen elsewhere in this issue) seems to have solved that problem. We expect the "Reader Buyer's Guide" to be a very popular feature in upcoming issues.

An even more viable suggestion, which came to us in considerable quantities, was to present entire games as they are played by experts with turn by turn commentaries on placements and general discussion of strategy. We are proceeding with this idea now by arranging a BULGE game between a staff member and a widely recognized BULGE expert. This feature should be ready for publication during the next few issues.

As was feared, we received the inevitable requests for "tear away" games to be included with the magazine. To this, we must answer a definite and resounding NO! Such procedure would be contrary to our publishing policy. We hardly feel that the hobby is suffering from any lack of games. Such mass production of inferior designs is not conducive to good wargaming in our opinion.

Other practical suggestions, which may eventually come to fruition, include more articles by actual game designers, staff "clinic" articles on tactics, and continually stronger emphasis on feedback. Unfortunately, we cannot feel as optimistic about such suggestions as entire issues dedicated to one game, or "hard cover" editions of the GENERAL.

If anything, the survey reinforced the age old adage of one man's paradise being another man's purgatory. We received vociferous protests to the printing of the ORIGINS debate in the last issue's philosophy column. Yet, these protests were matched in frequency by people who selected the philosophy column as the issue's best article. We had heard that controversial topics made good reading, but we must admit to being somewhat chagrined at the fuss kicked up over Philosophy No. 34. If we've gained nothing else from our "trial and error" experience, we've at least discovered that "debate" articles aren't particularly well received and will proceed to steer clear of them in the future.

As usual, we invite your comments.

# Reconnaissance and Observation

By Colin Darlington

On a mapboard of land terrain, as Anzio, it is difficult to figure out the strength and composition of a multiple-unit stack. The problem becomes further complex when the opposing player starts using deception methods to confuse the player as to the actual strength and location of his units. In actual combat a commander knows something about his enemy through the use of patrols, intelligence reports and aerial reconnaissance; the extent of his knowledge depending upon the success of the use of these methods. So, to bring these important factors into the game, the following suggestions are made. They are in regards to Anzio, but can be easily adapted to other games.

1) Patrols — Patrolling is carried on by reconnaissance units (RU), and each combat unit has so many according to its type, in the following manner:

3 RU — Pz. and PzGr. Divs.; U.S., Br., Cdn., NZ, SA Divs. and Fr. Arm. Inf. Div.

2 RU — all other German and Allied Divisions

1 RU — all It. Divs. and all brigades, regiments and battalions. A RU may patrol any stack up to two squares away. Zones of control, weather and terrain may be ignored, but a RU may not pass through an opposition combat unit. There are three intensities of patrolling: light, active and extensive, each of which can achieve certain objectives, as follows:

**Light** — ascertains the number of combat units, and how many of them are division sized and how many are regiment sized (regiments, brigades, battalions and ERS with defense factors are all said to be regiment sized) (ERS with zero defense and inverted units are not declared) and ascertains all terrain features.

**Active** — ascertains the same as light, plus whether the unit is armoured (PG/Arm. Inf. is said to be armoured) or infantry (commando, TF, NW, MG, P, Cavalry and Luft. Inf. are said to be infantry) and whether the stack is located on a fort.

**Extensive** — ascertains the same as Light and Active, plus the nationality or in the German case the service (Luft., SS or Wehrmacht) of each unit and whether the stack is located on a port.

To patrol, the player whose turn it is declares which units are sending out RU by number and basic type (eg. 2 Inf.), the number of RU participating (i.e. Extensive patrolling requires two RU while the others require one) and the types of patrolling that they are engaged in. More than one type or number of patrols may operate on the same square to a limit of six RU patrolling one stack. These RU need not come from the same stack nor do the two RU necessary for extensive patrolling need come from the same unit. A RU may patrol only once in the player's turn, and the player does not have to patrol at all on his turn if he wants. The player rolls the dice for each patrolling action and consults the patrol table:

Dice Roll	Light	Active	Extensive
1	*1	*1	*2
2	*	*1	*1
3	*	*	*1
4	—	*	*
5	—	—	*
6	—	—	—

The asterisk indicates achievement of objectives while the line indicates failure. The number indicates the amount of RU lost during patrolling, and this number is subtracted from the amount of RU of any unit or units according to the patroller's option as long as those units had at least that number of RU in that patrolling action on that stack. Everytime the unit receives a step from an ERS unit, it receives a RU to replace any lost, to the limit of the unit. Inverted counters lose all RU and may not patrol.

2) Observation — observation of opposition units can be carried out under the following conditions only:

a) The observed unit must not be more than two squares away.

b) the observer must be on a mountain square and the observed must be on a non-mountainous and non-city clear or rough terrain square, or

c) the observer and the observed must both be on clear terrain squares with only clear terrain between them.

d) when the weather will allow observation, that is, observation is not permitted when a 1 is rolled on the Time Record Card when there are two or three chances of MUD, when a 1 or 2 is rolled when there are four chances, and when a 1, 2 or 3 is rolled when there are five chances. These rolls represent over-cast days when observation is ineffective.

A player may make as many observations as he wants and can do so in both his and his opponent's turn. It does not matter if the observed units are moving or not. When a player declares a unit under observation, the opposing player must reveal:

a) the number of divisions of armour (see Active Patrolling for classification) (1 brigade doesn't count, 2 or 3 brigades count as 1 div., 4 brigades count as 2 divs., 1 brigade and the It. Cent. Arm. Div. count as 1 div.) (1 battalion doesn't count, 2 count as 1 brigade) and infantry (1 brigade doesn't count; 2, 3 or 4 brigades count as 1 div.; 5, 6 or 7 count as 2 divs.; 8 brigades count as 3 divs.).

b) all details of terrain.

c) whether there is a fort under the stack.

d) whether there is a port under the stack (this is valid as long as the port is not a city port).

3) Aerial Reconnaissance — may be carried out under the following conditions:

a) the unit reconnoitred must be on the move, that is, it has gone the full number of steps possible and is on a major or a secondary

road on rough terrain, or

b) the unit is on clear terrain.

c) if the weather will allow reconnaissance (see Observation — Condition d).

d) if the unit is on a fort or a city, then the objectives are not attained, but the fort or a port must be revealed.

e) the Allies may not reconnoitre the top three sections of the mapboard without holding an airfield and the Axis may not reconnoitre during the Air Power months.

The Germans may reconnoitre six squares as long as the Allies do not hold an airfield, and the Allies may reconnoitre two squares. When the Allies gain an airfield the Germans are reduced to two reconnaissances and the Allies are increased to six. Aerial reconnaissance achieves the same as Observation Objdctives (a) and (b) as stated and (c) and (d) as adapted by Aerial Recce. Condition (d). Aerial Recce. Condition (a) may be disregarded but the objectives achieved are reduced to (b) as stated and (c) and (d) as adapted.

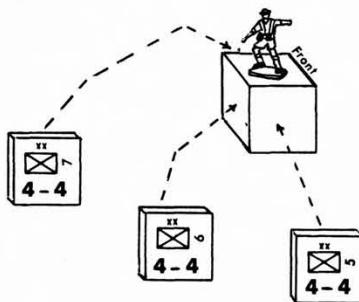
If used properly, these rules can make the games a little more interesting. They are on the tactical scale, which is oft neglected, and do not restrict the game as a whole, but rather make it more authentic. To the concealed movement fanatics to whom these suggestions may seem unacceptable, study of these rules will show that there is still a lot of room to deceive and surprise by the methods that were used in actual combat.

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## COVER STORY — continued from page 2

beautiful piece of furniture and a unique gaming device.

To further add to the color of his creation, Mr. Miller mounted the counters on  $\frac{1}{2}$ " cubes with double surface sticky tape so that replacement counters could take the place of partially eliminated units. To complete the diorama the cubes were topped off with appropriate Airfix miniatures as illustrated below. The result was a very aesthetic and decidedly unique game. All of



which leads us to wonder what the rest of you are doing with those replacement parts you've been ordering.

# Situation

## 207



Roy Easton is an Acting Instructor in Chemistry at UCLA which speaks well for his gray matter. He was also president of the Dartmouth Kriegspiel Society for two years and taught strategy to the ROTC Marine Corps using war-games.

Taking all that into consideration it's no wonder why we picked his work as our lead article for the September issue.

### A Commando Raid Against Occupied Europe

by Roy Easton

Shortly after the Dunkirk Evacuation, Lt.-Col. Dudley Clarke conceived the idea of forming a group of highly trained raiding parties who would be able to swoop down and attack any target near the coast of Occupied Europe. The Prime Minister, Winston Churchill, enthusiastically accepted this idea and described the men as "Leopards" . . . ready to spring at the throat (of the enemy.) These highly trained raiding parties were officially termed "Commandos," a term which originally described the volunteer Boer units during the Boer War.

In June, 1940, Numbers 1, 2, and 3 Commando were established. Each Commando was made up of a headquarters troop and 10 combat troops, each consisting of 3 officers and 47 other ranks. At this period of the war, the Commando units were recruited entirely of army volunteers and a total of 12 Commandos were raised from the army. After mid-1942, the commandos were recruited from the Royal Marines (throughout this article, the capitalized Commando refers to the unit itself, i.e. No. 1 Commando, while commando with a small c refers to the soldiers making up the unit).

The first commando raid occurred on the night of June 23/24, 1940, and was directed against the German units in the Boulogne-Le Touquet area. While it was at least a reasonable success, the second raid, against the island of Guernsey could be best described as a failure. On July 17, Admiral of the Fleet Sir Roger Keyes became Director of Combined Operations and assumed command of the commandos. Keyes had led the famous attack against Zeebrugge, the major commando-type operation of the First World War and seemed admirably suited to head Combined Operations during the Second World War. In the fall of 1940, the Commandos were reorganized. The Special Service Brigade was formed under the command of Brigadier J. C. Haydon, DSO. Each Commando now contained a headquarters and 6 troops each of 3 officers and 62 other ranks.

On February 21, 1941, the reorganized Commando units mounted their first major raid against German-occupied Europe. Nos. 3 and 4 Commando comprised the raiding party and the target was the fish-oil factories of the Lofoten Islands. The raid was quite a success since all of the factories and 11 ships were destroyed. Many Norwegians chose to leave with the British and several of them later joined No. 10 (Inter-Allied) Commando. This raid proved to the world that the Germans were not invulnerable.

Shortly after this, a Canadian party landed on Spitzbergen, evacuated the inhabitants, and destroyed 450,000 tons of coal and 275,000 gallons of oil.

In February, 1941, Nos. 7, 8, and 11 Commando all under the command of Lt.-Col. Robert Laycock were ordered to the Middle East where, reinforced by the Combined (Middle-East) Commando, they formed a special Commando Brigade called "Layforce." Reinforced by men of the Special Boat Section, Layforce raided Bardia on the night of April 19/20, 1941. This raid was something of a disappointment and shortly thereafter, No. 11 Commando was sent to reinforce the Cyprus garrison. The rest of Layforce was sent to Crete where they arrived on May 26, in time to form the rear guard covering the British evacuation. These covering actions were touch-and-go for the men of Layforce and at one point Laycock led a counterattack while driving a tank at the Germans. Fortunately, most of Layforce was able to be evacuated.

On the night of June 6/7, 1941, No. 11 Commando landed in Syria as part of the British force attacking the Vichy French government of that country. No. 8 Commando, just evacuated from Crete, was sent to reinforce the besieged garrison of Tobruk. On the night of July 18/19, they mounted a raid which destroyed an Italian artillery battery and ammo dump at the cost of 5 commandos wounded.

In October, 1941, Sir Roger Keyes retired and, on October 27, Lord Louis Mountbatten was appointed Director of Combined Operations. The first raid planned by Mountbatten involved a descent upon Vaagso, Norway, which was defended by 250 German soldiers, one tank and 6 coast defense guns. The raiding force comprised 576 men under the command of Lt.-Col. J. Durnford-Slater. The second-in-command was Major John Churchill, a Scot who went into battle armed with a broadsword and a set of bagpipes. He was known to have spent several raids sniping at Germans with a longbow. The landing occurred on December 27, and after a hard and costly fight, the commandos captured the town. The destroyers escorting the raiding party destroyed several enemy ships and succeeding in capturing the secret German code books from the armed trawler *Fohn*. Commando demolition parties destroyed all of the fish-oil factories and the Maaloy battery.

This raid caused a tremendous stir in Germany since Hitler considered Norway to be the "Zone of Destiny." General von Falkenhorst, commander of the Norway garrison, demanded more reinforcements to defend against the expected British landings and Hitler ordered 30,000 troops to Norway in early 1942. By June 6, 1944, more than 372,000 German soldiers, including a Panzer division were stationed in Norway, effectively out of the war. The Vaagso Raid must be considered an outstanding success.

On March 28, 1942, 265 commandos under the command of Lt.-Col. Charles Newman raided St. Nazaire with the objective of destroying the Forme Ecluse (Normandie Dock), the only drydock outside of Germany big enough to hold the German battleship *Tirpitz*. This was accomplished when the old destroyer *Campbelltown*, filled with explosives, rammed the dock gate. A delayed action fuse caused the five tons of explosives in the *Campbelltown* to explode the following day while 40 German officers were on board the ship surveying the damage. Commando demolition parties destroyed most of the dock machinery and the raid was considered a success although it cost over 1000 naval and commando casualties and prisoners.

The largest commando raid was the attack on Dieppe on August 18/19, 1942. The raiding party for this raid consisted of the 2nd Canadian Infantry Division with a regiment of Churchill tanks, No. 3 Commando under Durnford-Slater and No. 4 Commando under Lord Lovat. Lovat's men were the only ones to reach their objective as they succeeded in destroying the 6-gun Varengeville battery of coast defense guns.

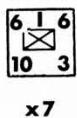
From 1941 to 1944, many "pin-prick" raids were launched by Commando units of the Special Raiding Force. They destroyed the Casquet Lighthouse, blew up the hydroelectric power station at Glamfjord in Norway, and sunk several German ships. Royal Marine commandos sent Major R. M. Martin (The Man Who Never Was) on his ill-fated journey which caused the transfer of two German divisions from Sicily to Greece and the transfer of a flotilla of torpedo boats from the Mediterranean to the Ionian shortly before the Allied invasion of Sicily (see E. Montagu: *The Man Who Never Was* for further details).

"Situation 207" is designed to simulate a "pin-prick" commando raid rather than a full assault (like Dieppe). The German player cannot defend everything (the real-life situation) and the commandos will win more often than not. Many German players demand that I give them more troops but when you consider that this board represents only several kilometers of French coastline defended by more than 2 battalions, the reasons for the German strength become more obvious. The idea behind the "pin-prick" raids was to make the Germans feel insecure and cause them to remove units from the front lines to use for coast defense. Norway supplies an excellent example of the fruits of this policy since the entire garrison, some 20 divisions, was useless to OKW as long as they were there.

And now, gentlemen, the briefing is over, the raid is about to start. Let every man do his duty and Good Luck to us all.

GERMAN UNITS	20 H 12 150 mm 2 71 0	40 1111	3 M 12 81 mm 3 84 1	15 M 20 120 mm 2 91 0
	x2	x2	x1	x1
3 I 6 RIFLE 1 8 145 1	0 - 0 1 203 0	14 H 10 28(4) mm 1 53 0	4 H 10 20 mm 1 52 0	2 1 4 5 121 1
x9	x1	x2	x2	x6
20 A 20 88 mm 1 41 0	20 A 12 TIGER II 16 982 6	0 0 RADAR 0 0	0 0 Prisoners 0 3	X
x2	x2	x1	x1	x6

English



— No. 4 Commando, Lord Lovat

## Rules for Situation 207

1. There are several units used in "Situation 207" which are not supplied with the *Panzerblitz* game and these must be specially made up for the game.
2. The game is played on the No. 2 mapboard, unless the players desire to use one of the other ones. The German player chooses one of the long sides of the No. 2 board to be the North side of the board. This side becomes the seacoast which the Germans must defend.
3. Initial set-up:  
Before play commences, the German player must set his units on the board subject to the following rules:
  - a) Each of the 150 mm howitzer batteries must be placed in a separate fort and these two forts must be placed on two of the six squares at or adjacent to the Northern end of the North-South road.
  - b) The CP unit and the Prisoner unit must be placed in the same town but must be placed on different squares.
  - c) The Radar Station must be placed on a hilltop square which is not a woods or town square. It acts like a town square for combat purposes (Optionally, a third fort counter may be included in the game and the Radar Station and 2 rifle platoons may be put in this fort).
  - d) The Tiger II tank platoons must be parked on one of the non-town squares of the East-West road. They may not move during the game because their crews are spending the night in town before going on maneuvers tomorrow. If an infantry unit is guarding the tanks, this unit must be destroyed or dispersed before the tanks may be destroyed or inspected. The two tank platoons need not be parked on the same square but if they are not, they must be on adjacent squares.
  - e) The six blockage counters must be placed on coast squares. Commando units may not land on squares containing these counters. Half squares are considered to be water – thus no movement is allowed on them.
  - f) The units of the 103rd LW Flak Battalion may not be placed on coast squares. Every square containing anti-aircraft guns, either 20 mm or 88 mm, must also contain a security platoon.
4. Since this raid occurs at night, special rules must be used to simulate this type of fighting.
  - a) The range of all units is one square, i.e., a unit may only fire into one of the 6 squares to which it is adjacent. The 88 mm AA/AT guns and the 120 mm mortar may not fire on the commandos because they cannot aim properly at such short ranges.
  - b) No German unit may move or fire until the attacking commando units have been "spotted." The criteria for spotting commando units are as follows:
    - i) Whenever a commando unit attacks a German unit, it has been "spotted" by that German unit.
    - ii) Whenever a commando unit moves adjacent to a German unit or moves through a square adjacent to a German unit, the German player must roll on the following table to determine if the commando unit is "spotted."

Terrain through which Commando unit is moving	Die roll needed to "Spot"
Woods and Swamp	Not spotted
Town, Stream - all gulleys are now streams	6
Slope	5,6
Clear	4,5,6

- iii) After one commando unit has been "spotted," all German units may move but they may only fire on those commando units which have been "spotted."

- c) No German Vehicular units may move during this game.

5. The commandos were extremely well-trained and well-equipped soldiers. They were far better than the majority of the German troops who manned the static or coast defense divisions garrisoning "Fortress Europe." The following combat rules have been included in an attempt to simulate the combat involved in a raid.

- a) The commando units may be used as either infantry or engineer units. Thus, when 2 commando units are participating in a close assault, one may be the infantry and the other may be the engineer unit, thus causing the attack to be rolled at odds one column higher.
- b) Commando units are considered to be "ferocious." When using the CAT attack, commando units increase their odds by one column in addition to any other advantages gained by using the CAT attack. German

## Objectives and Victory Conditions

Mission (Objective)	No. troops of commandos	Victory Conditions (for commando victory)
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During World War II, Commandos conducted many types of missions. Listed below are the missions that the British commander can send his commandos on. The British commander writes the number of the mission that his troops are undertaking on a slip of paper and folds it and places it under the mapboard. The German commander is only allowed to look at this paper after the end of the game. The size of the commando force varies according to the difficulty of the mission.

1. Destroy German coast artillery battery 4 M – destroy both batteries & evacuate 2 troops  
T – destroy both batteries & evacuate 3 troops  
S – destroy both batteries & evacuate 4 troops
2. Investigate secret German vehicles 2 Must spend 2 consecutive turns on or adjacent to the squares containing the German tanks. All guarding infantry units must be dispersed or eliminated.
3. Destroy secret German vehicles 4 M – destroy both tank units & evacuate 2 troops  
T – destroy both tank units & evacuate 3 troops  
S – destroy both tank units & evacuate 4 troops
4. Destroy enemy headquarters 4 M – destroy CP unit & evacuate 2 troops  
T – destroy CP unit & evacuate 3 troops  
S – destroy CP unit & evacuate 4 troops
5. Capture German commander 4 In order to capture commander, must roll DD or X against units stacked with CP. All troops adjacent to square containing CP may attempt to capture German commander by rolling a die; a 1 or 2 causes the capture. Each troop may roll and CP unit is stacked with captor unit which must successfully evacuate it.
6. Rescue prisoner held by Gestapo 4 Similar to (5) but use prisoner unit instead of CP unit. Prisoner unit and CP unit not subject to stacking limitations.
7. Investigate secret German 88mm flak batteries 2 Same as (2) but use 88mm flak batteries in place of tank units.
8. Destroy secret German 88mm flak batteries 4 Same as (3) but 88mm flak batteries in place of tank units.
9. Destroy German radar station 4 Same as (4) but use radar station in place of CP.
10. No. 4 Commando will undertake a full scale raid against German positions in France. The whole Commando of 7 troops will participate.

M = Marginal  
 T = Tactical  
 S = Strategic

M – have at least 12 victory points  
 T – have at least 18 victory points  
 S – have at least 24 victory points

infantry attacking commando units using the CAT attack have their odds decreased by one column and do not subtract 2 from the die roll.

c) If the commando units launch an attack before any unit is "spotted," then all attacks rolled during this turn have their odds increased by one column in addition to any other advantages gained in the above rules.

Example: If 2 commando troops attack a German rifle platoon in a town and no commando units have been previously "spotted," then the odds are 12-8 or 1-1. These odds are increased by one column for each of (a), (b), and (c) above and the attack is rolled on the 4-1 table with 2 being subtracted from the die roll since the commandos will employ CAT tactics.

6. Each side may have up to 3 of its units on any one square.
7. The *Panzerblitz* rules are to be used for situations not covered in these rules.
8. The raid commences when the British player picks a particular sea coast square as his landing area. This square may be any square not containing a blockage counter. The act of landing on this square consumes one square from the movement allowance of each commando unit. If the selected landing area is occupied by a German infantry unit, the commandos may attack it and if an X, D, or DD is rolled, the commando units may move over the defeated unit and may advance a further 2 squares inland. If the selected landing area is adjacent to a German unit, the "Spotting" table must be used every time a commando unit moves through a square adjacent to a German unit. The commando units must leave the board through the same square from which they entered; any units not able to do so are eliminated.
9. The raid ends when all of the surviving commandos have left the board by the entry/exit square or when there are so many German units on the entry/exit square that the British cannot fight their way out and wish to surrender their remaining commando units.
10. Movement from the entry/exit square off the board to the waiting boats costs one movement point.

Only situation 10 has a time limit. All Commando troops not on or adjacent to the entry/exit square at the end of their 13th move are considered lost. This situation lasts 12½ complete turns (the Germans do not get a 13th move). Commando units on or adjacent to the entry/exit square may be dispersed. Commando units moved off the board via the entry/exit square before the 13th move are considered to have been safely evacuated.

The commandos will receive the following Victory Points for achieving each of the following objectives:

6 points for destroying each battery, radar station, and/or headquarters

6 points for capturing German commander and/or freeing prisoner

4 points for destroying each tank and/or 88 mm gun unit

2 points for each other German unit destroyed

-3 points for each Commando troop lost

# Grand Pincers

by Chris Marshall

Many German players in *France-1940* lack imagination and will consistently make their main invasion effort in Belgium. They will send their panzers through the northern edge of the Ardennes and cross the Meuse river between Liege and Namur. Usually the Allied player expects this and will line up the bulk of his forces on the Franco-Belgian border, ready to rush forward and assist the Belgian army. Too often the result will be a slugfest on the Belgian plains, and the Germans will usually fail to make an impressive breakthrough.

The German player has a tremendous advantage in that he can see where the allied units are placed before he deploys his forces. If the Allied commander places most of his units on the Franco-Belgian border and leaves only infantry and armored cavalry divisions in the Maginot Line, attack the fortresses. Always send your panzers where the Allies are weakest, and don't let those forts intimidate you.

By massing artillery, planes, tanks, and paratroopers against one hex, the Maginot Line can be broken on the first turn of the game. Once through the fortified zone, the small units occupying it should be mopped up with infantry while the panzers establish a bridgehead on the Meuse, either at Montmedy or south of Verdun. Under no circumstances are you to set foot in Belgium, for that would allow the Belgian army to move.

In the north, invade Holland with six to nine infantry corps and the panzergrenadier (PG) regiments and brigades. Don't use these 1-8's in the attacks on the Dutch units, though, for it will give the Dutch something to counter-attack. When the Dutch army has dissipated, line up along the Dutch-Belgian border, with the PG's in the narrow neck of woods north of Antwerp. It should be noted that all reinforcements are to be moved up to the eastern Belgian border to keep the Belgians from running off into Germany and destroying aircraft units.

With most of the French armor and reserves drawn south by the Nazi panzers, the unsupported French and Belgian infantry is no match for the German infantry. So when a continuous line has been formed east of Belgium and all the forces in Holland are ready (about turn 3 or 4), attack Belgium. (Keep in mind the Belgians can't move nor can the French and British enter the country until Belgium is invaded. So you can wait as long as you want before invading Belgium.) If the Allied player lacked the foresight to place units in the woods of northern Belgium, it will be a simple matter to overrun the country. Advance units as far south as possible while making attacks of attrition in the Ardennes northwest of Luxemburg. If you're lucky you can break through here and link-up east of Namur. Thus the Belgian army can either stand and become surrounded or flee and get sliced up.

With the PG's north of Antwerp, form a line to delay the oncoming French and British. Fall back, keeping out of range, or stand and fight, depending on the situation. If enough units are available, form a double line between the Belgians and their allies.

If you're playing that the Belgians depend upon Ghent, Antwerp, Brussels, Namur, and Liege for supplies and surrender if all five cities are taken, then the Allies are really in hot water. All but Liege can be taken unopposed or with light resistance and the Liege forts can be outflanked soon after.

If you established your southern Meuse bridgehead south of Verdun, you can cut off any French units counter-attacking south or southeast of Metz. This is also the best place on the board to launch a drive on Paris. Attack across the clear area south of Verdun, concentrating your panzers on a one or two hex front. If the Allied player puts a weak unit in a 'corner,' smash it with your best units and advance. [see FIG. (a)]. If he has an inadequate reserve, you can divide his lines in two and widen the breach. Once you've broken through, make a run on Paris, using the edge of the board to protect your southern flank. You might also be able to overrun his aircraft ground elements. If you get this far, don't worry too much about supplies. The allied army will be too thin and exhausted to make any serious counter drives, and besides, you don't need to be supplied in Paris to fulfill the victory conditions.

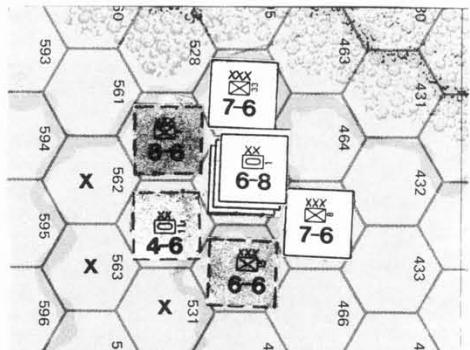


FIG. (a) – Allies must place units on hexes marked 'x' to seal off gap.

If your southern Meuse bridgehead is at Montmedy, you can either drive for Paris, head for the south board edge, or link-up with the northern units at Maubeuge in a 'grand pincer' movement. The Paris drive will be difficult here since two flanks instead of one must be guarded. If you want Paris, stay near the edge of the board. The second option, driving South, is the safest and most conservative. It's possible to trap a large number of enemy units in the southeast quadrant if you move fast. Certainly the most interesting move would be the link-up at Maubeuge. This would insure that the entire Belgian army is surrounded so that they couldn't even receive supplies from France. However; it will be hard to protect your long flank in open terrain. If you're not careful, the French can link with Belgian forces near Sedan and cut-off your panzer spearhead.

If the Belgians and anybody coming to help them are dealt with quickly and completely, the infantry can be sent unopposed into France,

drawing away units from the south and making it easier to take Paris with your panzers. If the PG's are still around, they may even make it to Paris.

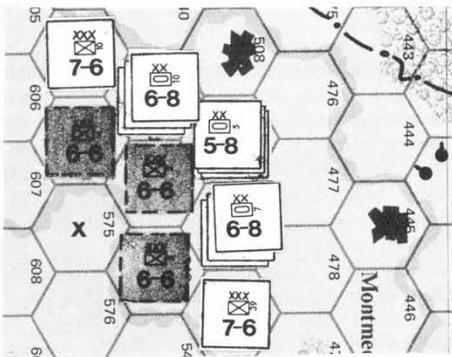


FIG (b) – Allies need only occupy hex marked 'x' to seal off gap.

In summation, don't attack Belgium until Holland has fallen, even if you ignore the Maginot Line. This will give you the best chance to knock out the Belgians quickly. If too many units are deployed in the Belgian north woods, though, thwart the Allies by smashing through his east lines while they're still weak there. If the French have infantry corps in the Maginot Line, don't attack there. But he'll miss those corps at the front you do attack on.

#### **SOME ADDITIONAL NOTES:**

- (1) If you have access to the southern edge of the board and have extra units, move them off. This requires the Allied player to remove an equal number of factors, which he can ill afford.
- (2) In the early stages of the campaign, you are making a small number of attacks, so you won't need to use all your planes for close-support. Interdict a vital stack or stacks of Allied reserves to delay their arrival in the south to give you extra time to chew up his fortress line and establish a bridgehead on the Meuse.
- (3) When you have a line of infantry faced by a line of Belgian infantry in the Ardennes, attack them at 3-1 or (where possible) 5-1. They'll often be forced to counter-attack at 1-2 odds where he stands a good chance of elimination. If you're retreated, it matters not, for the Allies won't be able to capitalize on it here and all you're trying to do anyway is wear him down.
- (4) With your panzers, always try to attack 'corners' where the Allied commander may place weaker units. [See FIG. (a)] It will then take three units to seal the break. Attacking the 'points' in a line won't really gain you anything since only one unit is needed to seal the break. It is possible, of course, to get as many as nine units against a corner, so it's a good way of killing a powerful unit(s). [See FIG. (b)].

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## The Oil Offensive

## A LUFTWAFFE VARIANT

by Jerry Wallace

*Luftwaffe* is unquestionably the finest air battle game to come along, and it certainly is my favorite. After its initial popularity, however, I began having trouble talking my face-to-face opponents into playing the Advanced Game. With the limited time most of us have for our hobby, we quickly discovered that we could play 5 or 6 *PANZERBLITZ* situations in the time required for one full LW Advanced Game. And, too, my wife had a few choice words to say when I would come home at 4:00 a.m. after a 9-hour session of LW. Brevity is not only the soul of wit, but a positive virtue in a war game.

What we all wanted was a LW version that could be played in 3 to 5 hours and which nonetheless preserved the essential excitement and realism of the Advanced Game. The Basic Game and Operation Custer variants, although short enough, were not quite what we wanted. For one thing, there were too many drawn games; for another, the one-quarter games are inherently somewhat unrealistic because the American has little incentive to protect his bombers after they have destroyed their targets and strategy, therefore, is not generally of a very high order. The shorter games are basically tests of tactical rather than strategic skill.

The following Advanced Game variant was developed to meet these problems and is, in addition, quite within the realm of historical possibility. Fortunately, one of the greatest virtues of LW is its flexibility: like PANZER-BLITZ, it admits of an infinite number of variants. This one is a three quarter game running from July '44 through January '45. Except as amended below, use all the Advanced Game rules.

## FORCES:

Both players start with all forces that would be available for the July '44 quarter, including the German's school units but excluding railroad units and, of course, units previously withdrawn. As in the Advanced Game, the German may, in January, April, and July '44, substitute one ME 262 unit for one other front-line combat unit due in the same quarter. Reinforcements, replacements, and withdrawals are all handled as in the Advanced Game. No RAF raids are allowed, unless you want to include them as an element of play balance.

### **REPLACEMENTS:**

The American gets 30 fighter and 50 bomber factors, usable in the same way as in the Advanced Game; losses *must* be replaced as long as the factors hold out. The German gets 4 replacement factors per quarter, and these may *not* be accumulated.

## **VICTORY CONDITIONS AND BOMBER MISSION REQUIREMENTS:**

The Americans win by totally destroying all 17 oil targets by the end of the January '45 quarter. Each oil target must be bombed by at least 3 factors of bombers in order to be destroyed.

Hence, targets can be partially destroyed and may take more than one raid to reduce: an oil city bombed by only two factors would still be producing at 1/3 of its capacity. The Germans win by saving all or any part of one oil city. In addition, the American must note on his target sheet not only which target each of his bomb groups is heading for, but also the exact turn on which each group will appear on the Start Line or numbered Baltic Sea-Russia squares.

These rules require a new Target Sheet. Here is mine:

TARGET SHEET			
<u>TARGET</u>	<u>UNIT</u>	<u>TURN OF APPEARANCE</u>	
Gelsenkirchen	█ █ █	B-17's	start
		34	
Dulmen	█ █ █	91	1
		95	
Mannheim	█ █ █	97	2
		99	
Hamburg	█ █ █	305	3
		351	
Hannover	█ █ █	381	4
		457	
Braunschweig	█ █ █		5
		B-24's	
Meresburg	█ █ █	93	6
		389	
Bohlen	█ █ █	445	7
		449	
Leipzig	█ █ █	451	8
		453	
Brux	█ █ █	459	9
		461	
Berlin	█ █ █	465	10
		467	
Ruhland	█ █ █	489	11
Pardubice	█ █ █		12
		B-26's	
Vienna	█ █ █	17	13
		323	
Mislebach	█ █ █	387	14
		391	
Bratislava	█ █ █	397	15
Budapest	█ █ █	A-20's	16
Airbase		410	17
<u>Replacements:</u>		B-25	18
		47	
ftr.      bnbr.			
30      50		A-26	
		386***	

\*Withdrawn Jan. '45. \*\*Available Jan. '45

This Target Sheet is actually a bit easier to use than the one AH provides. The target cities are listed in *geographical* order from NW to SE, which makes it easier to keep track of raids, since bombers of the same type will most often bomb targets relatively close to one another. For each factor that survives to bomb a city, check off one of the boxes; three strikes and he's out. Besides drawing a line between the unit and its target, you must also indicate the turn of appearance on the Start Line. By using a different color of pencil or ink for each quarter, you can keep a full record of the entire game on a single target sheet. Besides

saving target sheets, these records are valuable for your post-mortem analysis.

#### JETS AND SCHOOL UNITS:

In October '44 and January '45, the German must trade school units for his jets (except for JG7 in Jan. '45; he gets that regardless). One full-strength school may be swapped for one jet unit; if there are no full-strength school units surviving, the German may swap 3 partially-destroyed ones for 1 jet unit. Killed school units may be taken as replacements, but a school unit must have been on the board for a full quarter before it can be swapped for jets (e.g., the school unit NJG 102, which arrives in October, '44, could not be swapped for a jet unit until January '45; ditto for replacements). School units *must* be placed on the board; they may *not* be held off the board to prevent losses.

#### LUFTWAFFE FUEL REQUIREMENTS:

The German may fly only as many factors as he can fuel. Each intact oil city produces enough fuel for 3 Luftwaffe factors; if one allied factor bombs the city, its oil production drops to 2, etc. Hence, the number of *unchecked* boxes on the Target Sheet at the beginning of a quarter indicates how many German factors may fly in that quarter. For example, in the first quarter of the game – July '44 – the German can fly 51 factors, or 25 full-strength units. (He has no one-factor units, so the odd factor is simply extra; full-strength units cannot be split, so, in this case, the whole unit is grounded.) The German has a total of 33 full-strength units, but 8 of them are school units. So, in July '44 he can fly all of his front-line combat units, but if he wishes to fly some of his school units, an equal number of combat units must remain on the ground. Units grounded for lack of fuel remain grounded for the entire quarter, even if losses bring the number of factors in the air below the number authorized. Nor can some units be landed in order to allow grounded units to fly that quarter. Only the first 50 factors to take off in July '44 can fly during that quarter. Units grounded for lack of fuel must be placed on the board.

#### HISTORICAL JUSTIFICATION:

There is perhaps even more historical basis for this variant than for the original version. In the AH Advanced Game, German fighter production inevitably declines steadily from 1943 to 1945 while their petroleum crisis is accounted for in the "oil variant" optional rule, which affects play in only one out of three or one out of five games you play – depending upon how you adopt this option. In point of fact, the production of fighter aircraft was not the Luftwaffe's main problem. German fighter plane production reached its all-time high in 1944, over 25,000 aircraft; even in the chaotic months of early 1945, when the roof was literally caving in on them, German aircraft plants turned out nearly 5000 fighters. The Luftwaffe's biggest problems were (1) petroleum, and (2) pilot training. By making oil targets and school units vital elements in the game, this variant attempts to replicate the actual strategic situation of the summer of '44.

#### NOTES ON STRATEGY:

This game is better balanced, I think, than the

Advanced Game, and so both players must be somewhat more canny in their strategic planning. Unless the German is hopelessly incompetent, a first-quarter mass assault upon the heartland cities is suicidal, but the best way to reduce Luftwaffe strength is to cut his oil supply. Thus, an indirect approach is required; economy of force is necessary for success. Of all the oil cities, only Dulmen and Gelsenkirchen are real sitting ducks. The A-20's can reach Mannheim in two turns, but, unless the German's attention is diverted elsewhere, they will require a sizable escort. Hamburg is the only city that is really vulnerable to sneak raids, and even it can be saved if the German wants to badly enough. The Vienna-Budapest targets are tough to defend because of a lack of bases, but American losses are likely to be high there, too. American strategy will, of course, depend upon the German set-up, but one sound principle is to overload the defense by simultaneous attacks from Britain, Italy, and the Baltic. The German will be hard pressed to defend all these areas at once, and he must carefully choose which attacks to intercept. The American will often get a chance to strafe German jets or school units while the Luftwaffe is occupied with the separate raids. The German objective is to save as much of his oil production as he can while inflicting high losses on the USAAF. He need not worry too much about his own aircraft losses (he will most probably have more planes than he can fuel at any given time), but he must protect certain types; ME 410's, for example, should not attack alone, if possible.

#### PLAY BALANCE:

This variant is quite well balanced as it is, but if you find one side or the other winning too often, the simplest method of balancing is to adjust the number of American fighter replacement factors to 20 or 40 depending on who needs the help.

Personally, I think this variant would be excellent for tournament purposes. Give it a try. I'm sure you'll like it.

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## GUESS WHO

by Stephan Horstak



At 0443 hours, 21 March 1918, six thousand German artillery pieces open up with a crashing bombardment on British lines. German assault troops, trained in the new "Hutier tactics" await the signal to go to the attack. At 0935 hours the storm troops climb over the top and follow a creeping barrage of gas, smoke, and high explosive shells, and within hours they have breached the main British lines, destroying one third of the forces opposing them.

For the first time since 1914, one of the belligerents had a chance to finally achieve a breakthrough and secure a final victory. How was it possible that after so many years of mass slaughter the Germans achieved the greatest advance in over three years? Let's examine these reasons why Germany could perform this "miracle" on the western front.

The day is 11 November 1917, Ludendorff, mastermind of the German victories in Russia, has a high level conference at the Crown Prince's headquarters to determine German strategy for the fateful year of 1918. Realizing the coming forces of America would eventually tip the scales in the Allied favor, Ludendorff thought back over the past three and a half years of lost opportunities and stalemate, causing the sacrifice of a generation of German youth. What had happened to cause this needless loss of victory?

Initial victory was lost through "cold feet" and loss of control by Moltke the younger. The race to the sea was lost during the First Battle of Ypres in which the "massacre of the innocents at Ypres," the slaughter of six reserve corps took place. Advancing in closely packed ranks, like the armies of old, they were no match for entrenched, determined regular troops. Lesson number one – overwhelming numbers are not enough to carry the day. Although it took over three years of useless slaughter on both sides to learn this, it was finally realized.

Then came the battle of attrition – Verdun, 1916, the legacy of the "mincing machine" that backfired on Falkenhayn. On 21 February 1916, 1,400 artillery pieces open one of the most costly battles in history. Prince Wilhelm had twelve infantry divisions to go in on the initial assault, with three more in reserve. Although the French only defended Verdun lightly at first, Falkenhayn judged the French General Staff correctly. In reference to the defense of Verdun he stated, "If they do (defend Verdun) the forces of France will bleed to death – as there can be no question of voluntary withdrawal . . .," and so it was. The French refused to retreat. When the battle finally ended on 18 December, the French had lost over 350,000 casualties – but so did the Germans. The French had come close to utter exhaustion as intended, however, German forces suffered just as much, to Falkenhayn's dismay.

1 July 1916 – The battle of the Somme began. Designed to take the pressure off of Verdun, it too turned into a meat grinder. At 0730, the British barrage lifted and platoon commanders' whistles blew, summoning hundreds of thousands to sacrifice themselves into the jaws of death. The result was over 60,000 British casualties, including 20,000 dead, on the first day alone. After four and a half months of fighting, the

# The Elusive Victory

by Charles L. Crow

Allies lost 630,000, and the Germans 660,000 casualties. Lesson number two – battles of attrition result only in mass death and minimal gains.

So, what had the Germans learned from these costly lessons? First, if the enemy knows you are going to attack, he will feed men into the battle, nullifying your numerical superiority. Therefore, the obvious thing to do is hide your attack preparations. Secondly, the artillery now rules the battle field – if properly used. What good is it to bombard a position to keep the enemy down, only to lift the barrage and let the enemy recover? Use a creeping barrage such as the British used and at least give the infantry a chance to attack and live. After 3 years of fighting, hardened combat veterans are hard to find.

Although tanks had been used, they were not used in great numbers, they were unreliable due to their infancy, and the biggest error being that they were used incorrectly.

As Ludendorff pondered all of these points of tactical importance, he also knew that Germany needed a victory. One not only to help German morale, but one to force either France or England out of the war.

In April 1917, Nivelles' offensive became another blood bath for the French army. As the "poilus" rose to the attack from the trenches, expecting to at last advance and defeat the Germans, they were met with the same murderous machine gun and artillery fire as before. As they advanced on the enemy positions expecting to clear the trenches, it was found that the wire that was to have been destroyed was uncut. Brave French infantry were massacred as they tried in vain to cross the uncut wire. For the French army, that was all they could take, and unit after unit mutinied, refusing to assault. Defend they would, but they would no longer be sent to the slaughter in useless attacks.

Russia was out of the war; Italy was still stunned over her defeat at Caporetto; Austro-Hungary, Bulgaria, and Turkey, all other members of the Central Alliance were wavering, almost at the end of their strength. The German army, although severely bloodied during the massive onslaughts at Chemin des Dames and Ypres, still held their defensive line. The once great war machine that marched across Belgium in 1914 was no more, but the German army was still a formidable fighting force. With the fifty or so divisions now coming from the eastern front, Ludendorff could now muster 194 divisions. If Germany was to have victory, now was the time, before America could throw strong forces into the scale.

For all you lovers of World War I history, I have recapped as best I can the thoughts that must have gone through Ludendorff's mind on that day in November 1917. What I am now suggesting is a variant to 1914 – I call it 1918 – *The Elusive Victory*.

At this stage of the war, there were more

units; however, we still have enough counters in 1914 because of the difference in the size of units. Example: The French division of 1918 had only 6,000 men as compared to a full complement of 18,000 in 1914. English divisions in 1918 had each of their three brigades reduced by one battalion. Each battalion had an average strength of about 500 men as compared to over 1000 men in 1914. To compensate for this, each active corps will represent 4 divisions instead of the usual two. Reserve corps represent three divisions. All division size elements still represent one division. Therefore the order of battle for the Allies looks like this: (disregard unit designations, because we are only interested in the amount of divisions present).

Number of Corps	Type Unit	Number of Divisions
26	7-12-3	= 104
16	5-8-3	= 48
11	(4)-3-4	= 11
7	4-6-3	= 14
4	4-4-2	= 8
5	2-2-2	= 5
3	3-4-2	= 3
		Total 193 Divisions

PLUS: 8 independent brigades (11LW through 17E on Unit Counter chart)

PLUS: 4 Artillery Brigades and 2 heavy artillery battalions

French:			
Number of Corps	Type Unit	Number of Divisions	
15	6-10-3	= 60	
8	6-9-3	= 24	
7	2-4-3	= 7	
10	(2)-1-4	= 10	
		Total 101 Divisions	

PLUS: 6 independent brigades (Mor through Chas. on Unit Counter chart)

PLUS: 4 Artillery regiments

British:			
Number of Corps	Type Unit	Number of Divisions	
3	8-14-3	= 12	
6	6-10-3	= 24	
3	4-7-3	= 6	
	(equal to 2 apiece)		
4	3-4-2	= 8	
1	(7)-4-4	= 3	
		Total 53 Divisions	

Belgium:			
Number of Corps	Type Unit	Number of Divisions	
3	6-8-2	= 12	
1	(2)-1-3	= 1	
		Total 13 Divisions	

This gives the Allies a total of 167 divisions, 6 independent brigades, and four artillery regiments.

Ludendorff had a total of 194 divisions in the west at this time. To have a suitable assault, he screened all of his line troops and took the youngest and most able veterans and formed them into assault battalions called "storm troops." These special troops were trained in the new "Hutier tactics" which were devised in Russia and confirmed against the Italians at Caporetto. Hutier tactics were designed to let small unit leaders take the initiative. As the assault troops moved forward, they bypassed strong points and continued the assault. These strong points were then destroyed by regular line units coming up behind the storm troops. These tactics, combined with excellent artillery support completely revolutionized the attack on the Western Front. Keeping this in mind, the German order of battle looks like this:

To set the stage for the coming battle, use the following set up for the forces. This set up is not designed to give either side an advantage, but to have the forces in the approximate positions they were in at the beginning of Ludendorff's assaults.

ALLIES	(4 Arty Regiments)
Deployment Square	Unit
<u>Belgium</u>	
Q-3, 4, 5	6-8-2 in each
P-4	(2)-1-3
<u>British</u>	
Q-6	2/8-14-3
P-6, 7, 8, 9	6-10-3 in each
Q-10	4-7-3
Q-11, 12	6-10-3 in each
R-13	4-7-3
S-14	8-14-3
T-15	4-7-3
P-12	(7)-4-4
N-6	2/3-4-2 (DA)
N-7	2/3-4-2 (DA)
<u>French</u>	
T-16	2-4-3
U-17	6-10-3
V-18	6-10-3
W-19	2-4-3
X-19	6-9-3
Y-20, Z-20, AA21	6-10-3 in each
BB-21	2-4-3
CC-22, DD23, EE-24, 25	6-10-3 in each
EE-26	6-9-3
FF-27, GG-28	6-10-3 in each
HH29	2-4-3
II-30, JJ31	6-9-3 in each
KK-32,33	6-10-3 in each
LL-34, MM-35, 36, 37, 38, 39	One Bde in ea
P-18	3/6-9-3
O-4	2/2-4-3
BB25	2/6-10-3
BB26	2/(2)-1-4
T-18	2/(2)-1-4
S-19	2/(2)-1-4
Y-22	2/(2)-1-4
Z23	2/(2)-1-4
DD27	2/(2)-1-4

Artillery goes wherever the Allies wish

GERMANS

R-3, 4, 5, 7, 10, 11, 12	7-12-3
Q-7, 9	7-12-3
T-14	7-12-3
U-15, 16	7-12-3
CC-21	7-12-3
LL-33	7-12-3
R-6	5-8-3
Q-8	5-8-3
S-13	5-8-3
V-17	5-8-3
W-18	5-8-3
X-18	5-8-3
Y-19	5-8-3
Z-19	5-8-3
AA-20	5-8-3
BB-20	5-8-3
DD-22	5-8-3
EE-23	5-8-3
FF-25	5-8-3
JJ-30	5-8-3
KK-31	5-8-3
LL-32	5-8-3
BB-20	4-6-3
CC-21	4-6-3
FF-24	4-6-3
FF-26	2/4-6-3
HH-28	4-6-3
W-18	4-4-2
Z-19	4-4-2
EE-23	4-4-2
FF-24	4-4-2
V-17	3-4-2
X-18	3-4-2
Y-19	3-4-2
AA-20	2-2-2
CC-21	2-2-2
DD-22	2/2-2-2
II-29	2-2-2
II-29	2/1-1-2
MM-34	1-1-2
NN-35, 36, 37, 38, 39	1-1-2

To simulate how the Germans hid the fact that they were going to attack in March, the Germans get to place twelve 7-10-3, four 8-0-2, two 305 arty, and eleven (4)-3-4 anywhere on the board—after all other units, including both Allied and German counters, have been put in their required positions. These signify the forty-seven divisions that Ludendorff used as the assault divisions in his offensive.

To compensate for all of the additional artillery used by both sides in 1918, the French artillery regiments, and the German artillery brigades have their attack factor doubled, to 16, instead of 8. Plus the German heavy artillery has an attack factor of 4 on infantry and cavalry, in addition to their regular effect on fortress attacks.



For the playing of the game, first both sides set up their forces as required. Then the German player places his assault divisions anywhere he wants to. After that, play continues as in the regular game of 1914.

To determine who wins, we must consider the same things as Ludendorff had to consider. Conditions for German victory:

1. Capture Arras, Ypres, and Amiens, plus destroy a combination of British and Belgian units totalling 30 divisions.
2. Capture Verdun, Paris, Rheims, and Epinal.
3. Destroy 30 French divisions.

These conditions may sound extreme, but this is the type of situation that Germany faced in 1918. They either had to defeat the British in the field, or failing that, Germany had to destroy the French morale.

Allied conditions for victory are only to prevent the Germans from accomplishing any of the three German objectives. It is assumed that if the Allies prevent these conditions in the given time limit, the American troops would turn the tide of battle.

As for the time limit, turn 1 starts on 21 March 1918. Turn 1 encompasses 21-22 March, turn 2 is 23-24 March, turn 3 is 25-26 March and so on. Therefore, the time table runs consecutively from 21 March to 31 May, a total of 36 turns. After this time it is assumed that American forces would have tipped the scales of manpower in favor of the Allies.

Now we have all of the makings of a new game: a new front line trace, maximum use of all units available, surprise, and a desperate situation for Germany. With one added rule we are ready to play. This rule is: No one receives replacements. Why? Because at this stage in the war (1) Lloyd George, fearful that General Haig would sacrifice more Englishmen into the useless slaughter, would not let the BEF have any more reinforcements, (2) After Verdun and Nivelles' offensive, the French were just about out of men to commit, hence the desperate situation concerning manpower, (3) Germany, too, was just about at the end of its manpower rope. So one can see what an impression the fresh, young, eager forces of America would make upon this war of mass death that so far had brought to an end a generation of European manhood.

As H-Hour approaches on the Western Front, can you, as Ludendorff, lead your weary war machine to victory? Can you, as Allied commander, hold back for one last time the German war machine, and give the Americans time to throw their weight into the war?

I hope I have given some new life to an old favorite by throwing some fresh ideas out for something new. All of my figures may not be right, but they are close enough to make an interesting game. I would appreciate any comments, whether favorable or unfavorable.

Charles L. Crow  
1Lt., Inf.  
2/13 Inf. C Co.  
APO 09028

**Mass or**

American Plans for Midway

by Monte Gray

In the past 12 issues of the Avalon Hill General there have been two articles on *Midway*. I consider this disproportionate to the quality of the game. Not only has there been scanty material written on *Midway*, but all of the articles noted have been on different variations. Nothing was written about plans that could improve one's play. Thus, in this article I will go into several different plans I have developed over the last few years.

When I command the Americans I usually exercise one of three plans.

A. Go after the first Japanese task force consisting of four heavy carriers, two battleships, two cruisers, and one light cruiser.

To make this plan work the Americans must find the Japanese fleet within the first few turns. Once the Jap fleet is located the Americans must proceed cautiously. If the Japanese finds the American before the American is within range to attack then the chances for success are considerably reduced. When the American fleet is within attacking range he must send all of his aircraft to participate in the attack on the Japanese fleet. He should also include the planes on Midway island if they are within range. Since the American fighters will take care of the Jap C.A.P. the bombers will be able to attack the enemy fleet unimpeded, save for A.A. fire.

In this type of attack the American can almost always sink at least two carriers, and possibly one or two of the screening vessels. Of the four Japanese carriers the ones that should be hit the hardest are the Soryu and the Hiryu. It only takes 3 hits to sink them compared with the Kaga and Akagi which take 5. Besides being easier to sink, they each carry as many planes as the Akagi and almost as many as the Kaga. Once the Japanese player loses these 2 carriers his chances of winning are lessened by about 45% to 55%. Depending on how bad the rest of the task force was hit.

The best time for the Americans to mount this attack is the turn immediately preceding nightfall. Then, under the protection of darkness the American fleet can slip away into the vast expanses of the Pacific.

There are 2 factors that will keep plan A from working:

1. If the Americans do not find the Japanese.
2. If the Japanese find the Americans, with or without the Americans finding them. If this should occur the American player would find his chances of winning considerably reduced.

A little homespun philosophy for factor 2 is easy to comprehend:

If the Japs find the Americans  
Before the Americans find the Japs,

Then the Americans must unfind themselves,  
Before the Japs can launch an attack.

As one can see, if either of the above problems occurs the American player should proceed to plan B or C.

B. Go after the second main Japanese task force consisting of the flagship Atago, 2 battle-

# Maneuver

ships, 3 heavy cruisers, 1 light carrier, and 1 light cruiser.

The purpose of this plan is to sink the Atago. This vessel, the flagship, is the Jap's only means of taking Midway. The chances of sinking the Atago are good: and if this occurs, all the American has to do is hide out for the duration of the game.

There is one bad drawback to plan B. If the first Japanese task force joins up with the Atago's task force the chances of success are slim. The reason being that with their combined force the defensive fire would be too strong.

If the Japanese sends his first task force to soften up Midway, then the Americans should attack the Atago task force at once!

If neither plan A nor plan B can be used then plan C should be followed.

C. Attack the last Japanese task force consisting of the battleships Yamato, Nagato, and Mutsu, the light carrier Hoshio, and the light cruiser Sendai.

There are two reasons that make this attack feasible. First, it will enter the board alone. If the Japanese wait for it the Americans will get at least 12 points for holding Midway. Then all the Americans have to do is sink a couple of cruisers to win the game.

Second, the Americans will sink at least 1 battleship plus the smaller ships, assuming a reasonable plan of attack.

The Americans should prepare for this attack in two ways.

1. The bombers from Midway should be traded for fighters from the carriers.

2. The American ships should be spread down on the A row areas so as to be able to ship search if the enemy isn't found by air search. The ships can be divided any way as long as there is a carrier on squares A-2G, A-4A, and A-5G. They should be placed there because then the attacking planes can usually get back to at least 2 of the carriers.

After this attack the Americans will have 12 points for sinking 1 of the battleships and the 2 cruisers. The Americans will also get 6 points for holding Midway. Since these points would be more than the Japs would get for taking Midway the Americans would win (if none of her ships were lost).

After attacking the last task force the American has two continuations:

1. The American could continue to hunt down the remaining two battleships from the Yamato task force. This course is recommended to those hearty souls who are willing to risk their ships to a counter-attack (at least if you're playing a competent Japanese player).

2. To retire into the horizon, never to be seen again in the course of the game.

While using these plans I have never lost a game as the Americans. Until I am defeated these plans will continue to be my "ABC's."

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# The Lambert Defense

by RICHARD LAMBERT

One of the most potent weapons possessed by the Germans at the beginning of the Russian campaign was surprise. Lately this factor has been introduced into STALINGRAD by raising the June attacks of the German by one column on the CRT. To see how effective this is use the suggested defense in the AH manual and then make as many 2-1 (raised to 3-1 by the surprise rule) attacks as you can devise. The effect is devastating. Russian casualties will be high and the Nemunas, Bug, and Prut river lines will be penetrated months before they would normally be crossed in the "regulation" game. The first time the surprise was used against me I was defending Moscow by December.

As an old Stavka man I could not let this state of affairs continue. I have now devised a defense, modestly named after myself, which all but completely frustrates the first turn surprise rule.

## LAMBERT'S DEFENSE

4-6-4	A-36	2,4-6-4	Z-16
2,4-6-4	C-36	3,5-7-4	AA-15
2,4-6-4	F-35	3,5-7-4	BB-15
5-7-6	J-31	2,5-7-4	CC-15
2,4-6-6	R-18	2-3-6	EE-13
4-6-4	R-18	2,4-6-6	CC-23
2,7-10-4	S-18	5-7-4	JJ-12
2-3-6	U-18	2,5-7-4	JJ-15
2-3-6	X-15	2,5-7-4	LL-15
6-9-6	Y-16	4-6-4	NN-14
4-6-6	Z-16		

The likely German responses to the defense are:

- try to use the surprise turn anyway and break his back in the process.
- carefully work out soak-offs so that after the attacks strong formations will be left on the Nemunas and the Bug forcing the Russians to counterattack or withdraw.
- forget about the strongpoints and pick up the exposed units.

Response a) is pure gravy. Handle it any way you like. Response b) calls for a counterattack (Did you ever see the look on a German player's face when he is counterattacked on the first move?) if it is on the Nemunas and/or a slow withdrawal if it is on the Bug or the Prut. The mobile reserve at CC-23 provides the soak-offs. This defense is so strong that response c) may be the wisest choice. In that case here is the July continuation of Lambert's defense.

4-6-4	R-18	5-7-4	CC-15
7-10-4	S-18	5-7-4	DD-15
6-9-6	S-19	4-6-6	FF-13
5-7-4	S-20	4-6-6	JJ-12
5-7-4	U-20	5-7-4	HH-14
7-10-4	V-19	5-7-4	HH-16
5-7-4	W-19	5-7-4	II-17
5-7-4	X-19	5-7-4	KK-17
4-6-4	Y-16	5-7-4	LL-17
4-6-4	Z-16	4-6-6	from Z-16 to CC-23
5-7-4	AA-15		
5-7-4	BB-15		

It should be obvious by now that the defense is stacked to force the German into a southern campaign. Here it is important to keep your forces "in being" and give ground rather than units especially if you are playing 4-5-6 replacement rule. With luck and dash a PANZER LEADER will be at Rostov by spring and launch a campaign to capture Stalingrad in the summer. We all know how that turned out.

A word about Finland, the forces allotted to Finland by this defense are sufficient to handle the Fins alone. If the Germans back the Fins to the hilt, i.e. eight factors, the two mobile groups at R-18 can balance them out starting in July and at least one 4-6-4 can be sent in from the September replacements. In any event crush the Fins and head south by November.

In STALINGRAD victory rightly belongs to the Russians. By using this defense and your usual cautious play, the German will stare defeat in the face by the Fall of '42 in spite of the first turn surprise rule.

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# Partisan Blitzkrieg

PARTISANS IN BLITZKRIEG  
by John Gordon

As we all know through Avalon Hill's brochures, BLITZKRIEG is the company's best seller. I think it is a great game, since it lends itself to so many play possibilities, and countless situations, depending upon what type of strategy you wish to pursue. Nevertheless, there is much that has been left out of BLITZKRIEG that would have to be taken into consideration in an actual campaign of this magnitude. One of these 'considerations' is the problem of what is going on behind the main battlefield; the local populace, and partisans.

Even in a fully modern, mechanized war, partisans can have a tremendous bearing on both strategy and tactics. The Eastern Front, in WW II, is probably the best example of this. I have therefore worked on a system of incorporating partisan forces into the game. These rules must be used in conjunction with some minor country alliance system, one of your own or the one recommended by Henry Gale and Geoff K. Burkman in Vol. 7, No. 3 of the *GENERAL*, which I have found to be very workable. The partisan system works as follows:

Whenever you enter a minor country that is, by the alliances before the game, unfriendly to you, you incur the wrath of the organized resistance movements in the country, the partisans. They have no effect until you have captured one or more cities in the Minor country in question. Partisans require one turn to organize, so if you enter a minor country and capture a city on the 1st turn, the effects begin on the 2nd turn.

Partisans start off with twenty factors in the country under the control of the opposing player. On any turn he may roll on the PARTISAN ATTACK TABLE, only once per turn, but on every turn if he so desires.

#### PARTISAN ATTACK TABLE:

##### Die Roll:

2. Partisans launch minor probes, one partisan factor lost, no occupation losses.
3. Situation remains quiet, no losses to either side.
4. Moderate Partisan activity, occupation troops and partisans each lose one factor.
5. Partisan activity steps up, both sides lose two factors.
6. Partisans attack several bases, occupation troops (MUST be taken from troops in cities) lose two factors, partisans lose three.
7. Partisans attack road convoys, any one road square, at least three squares behind front, blocked to all movement, partisan commander chooses square.
8. Partisan underground system cracked by intelligence. Partisans lose 3 factors and may not roll the attack table for 3 turns.
9. Partisans launch unsuccessful attack on convoys, lose three factors.
10. Airfield attacked, lose one aircraft factor on ground, partisans lose two factors.
11. Partisans successfully cut supply lines along any road of partisan commander's choosing.
12. Attacks launched on convoys, any one division (4-4, 6-6, 8-4-4, etc.)\* on road immobilized for next turn.

All partisan attacks are launched during the turn of the player under whose control they are.  
\* Losses to occupation troops *must* be taken by units not under regular attack by the ground units of the opposing major player's army.

##### Anti-Partisan Attacks:

You might be wondering what can be done about these "bandits" behind your lines. Well, I've worked out several solutions.

1. Garrison all cities. Remove from play one factor per city in the country in question, and leave them out of play for the remainder of time you have units in that country. Your opponent is now restricted to using his partisans on every EVEN numbered turn, although he may decline to use them at all.

2. Launch an anti-partisan drive. On any turn, after movement, but before combat, remove off the board the following units: five 4-4's, one 2-6, and three 2-1-4's. These units may not be used during this turn, but are instead assigned to security. Roll the die once at the end of the turn; the resulting number being the number of partisan factors you destroy, with no loss to yourself. Next turn, these 'hunters' may return to normal play, or continue the hunt. Partisans may attack even if a drive is on.

3. Do both at the same time, which is most effective, but ties up the most troops, thus weakening your main front. Option No. 2 may be used only on the turn following a partisan attack.

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# Total Mobility Blitzkrieg

by Bob Crayle

In the playing of Blitzkrieg I have often found that the "Game of Lightning Warfare" ends after the fourth or fifth turn. Two average players will breeze through the first two turns of play, reinforce and position their front lines on turns three and four, and then begin the long static battle which players of 1914 are so familiar with. I have no dissatisfaction over the style of warfare in 1914, but for someone who favors great mobility and a flexible army, this can be attained in Blitzkrieg when applying the proper techniques

##### Resolving Battles

A simple solution to prevent any deadlocks on the front lines is to play the normal tournament game with options, except instead of referring to the tournament attrition table, use the basic game attrition table.

At first suggestion this idea seems a little odd, or even outrageous to the veteran, but it is a great help in eliminating a slow-down in the pace of battle.

Instead of a battle resulting in a small budge in the line, a die roll resulting in D-elim can blow a hole in the line comparable to a nuclear attack; the advantage being that the friendly units involved may be adjacent, and advance into the square.

The solution suggested above is a simple one, but not for those who want to prevent the loss of too much realism and who, like myself, tear their hair out when a D back 2 with a retreat route allows the foe to escape without a scratch. Here a different and more detailed method must be applied. How often has a situation similar to this occurred: a 12 factor stack on a mountain square is attacked by 72 factors - a 3-1 attack. A roll of two gives the verdict of one factor off of both with no movement. This would be fine with a battle of smaller units, but with battles involving many divisions, it is inadequate.

To solve this, apply a simple variation. In battles involving over 40 factors, double casualties. This helps to make a victory not only a battle won, but a strategic opportunity to be exploited.

##### Play Modification

Besides making an adjustment in the resolving of battles, the employment of other variations should be used for a more mobile type of warfare.

First of all, adjust the nuclear capacity rule so that nuclear capacity begins on turn five. No threat of nuclear attack in the first stages of play allows the rapid concentration of a large number of forces, giving a true opportunity for the "initial punch" to each side. A player can pick an objective and be free to supply that area with the offensive power to be seized.

Stacking units is essential in the sweeping away of defenders and keeping a firm hold once an initial objective is reached. Nuclear attacks starting on turn five help to break up impregnable positions resulting from stacked lines and resume offensive opportunity. Barring the bombing of unoccupied squares aids in creating total mobil-

ity, but several players object to this, as it is an essential part of their tactics.

##### Weather and Air Power

Another factor which affects movement is weather. Here one of the main differences of opinion begins between the players who desire the utmost in realism, and those who will sacrifice a certain amount of it in order to make a game less restricting, or more "playable."

In the case of a purely historic game such as *Guadalcanal* or *Waterloo*, I am willing to add as many details needed for exact recreation of an historical situation. But, the purpose of "Total Mobility Blitzkrieg" is to enhance the aspect of the game which allows a player to choose what type of a war to engage in, and to choose tactics for each campaign, whether it be from the sea, across land, or from the air. Therefore, the weather option is not used. Also, to facilitate the effective use of air power, leave out fighters.

The supply and sea-based air option are musts. Tacs based at sea teamed with an airborne force can capture a lightly defended city far in the rear to be used as a transport reception base. Such possibilities do much to keep the "blitz" in *Blitzkrieg*.

##### Strategy

In Mobile Blitz, I have found that the "hit and hold" tactic is by far the most successful.

Blue: Be the first to occupy the mountains east of EE-25 to deny their use by the Red Army. This is important, for whoever is in control of them has not only a good defensive position and jump-off point for attacks, but can choose the main area of conflict. Using the "strategy of defense" is not a bad idea for the blue player. A well-timed Blue counter-offensive will inflict heavy Red losses.

Also, be on the alert for any opportunity for a beach invasion.

Red: Proper employment of hit and hold early in the game by Red forces will permit occupation of the entire south of the DD-37 mountain range. To do this, fake a planned onslaught to the center by using heavy breakthrough for capturing UU-37 and VV-42. In general, use infantry on the left and armor on the right.

On turn two, move your main force in the general direction of NN-33. On turn three, hit to the left by transporting breakthrough units and using the key road between NN-33 and W-38. This road serves as the primary transportation route for moving armor back and forth between the two fronts. Hold on the right by fronting your thin lines with 1-4's. The reaction of Blue's army will determine your next move.

##### Summary

So that is "Total Mobility Blitzkrieg." If you want the ultimate, and have been a long-time *General* reader, add the battle modifications outlined in the Gygax "Smash the Enemy" article.

Bob Crayle  
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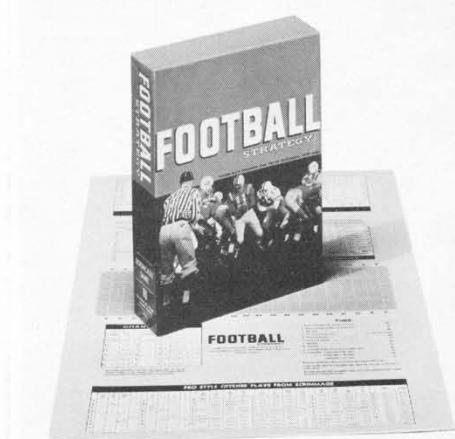




Mathew Hoffman announces the formation of the Jewish Cultural League Wargamers. An adjunct of the Jewish Cultural League, membership is not restricted along religious lines. Those interested in joining a civic minded organization and playing a few games on the side, should contact Mr. Hoffman at his 603 Hillside Dr., Highland Park, Illinois 60035 address.

Congratulations are due Damian Housman for being appointed the new President of the SICL. The affable Air Force lieutenant assumed his new duties in early July and is doing everything possible to see the SPARTAN goal of professionalizing wargaming accomplished. Interested parties should drop a line at his Box 55857, Mather AFB, Calif. 95655 address.

Contrary to rumors which have seen print in other publications recently, the circulation of the **GENERAL** is not composed of 5,000 gratis subscriptions. Although certain game designers and noted authorities do have lifetime subscriptions; their number does not surpass 50 — let alone 5,000!



The newest Avalon Hill release is a redesign of our ever popular **FOOTBALL STRATEGY**. Now available in the attractive bookcase format, the game which drew raves from the editorial staff of **SPORTS ILLUSTRATED** is back with more to offer than ever before. Now three games in one; the Basic Game is an exact duplicate of the original classic. However, in the Advanced Games, players have an option of coaching a ground or air oriented team. The choice is yours — the steady, ground gaining attack of the Green Bay Packers, or the explosive air attack of the New York Jets. You select the proper play charts, the game and your imagination will do the rest. Also included is a "FOOTBALL WIDOW'S HANDBOOK" - a humorously written, but very informative manual for the wife whose husband stays glued to the tv set throughout the gridiron season.

**FOOTBALL STRATEGY** retails for \$10.00 and will be available at leading toy and hobby stores by November 1st. If unable to locate it there, you can still order it direct from Avalon Hill at the cost of an additional \$1 postage and handling charge.

## Infiltrators Report

**LABOR OF LOVE DEPARTMENT:** It's time we pay tribute to three wargamers who unselfishly give of their time to publish special interest 'zines of great importance to the hobby. The first is George Phillips' **GUIDE TO WARGAMING PERIODICAL LITERATURE** which is in a class by itself. George's creation comes out quarterly and includes capsule magazine reviews and listings of every wargaming article published during that quarter, and grouped under the proper subject index. An invaluable aid to anyone who feels he needs reference materials on any subject dealing with wargames. Sample copies are available for 75 cents from George's Suite 8, 897 Main St., Cambridge, Mass. 02139 address.

Now in its 32nd issue and growing ever more popular is Kenneth Borecki's **GAMERS GUIDE**. This monthly mimeo deals solely in advertising, news reporting, reviews, and surveys relating to wargaming. A sample can be had for 15 cents from: P.O. Box 255, Rockville Centre, New York 11571.

Along similar lines, but coming out bi-weekly, is John Mansfield's **SIGNAL** publication whose forte is publishing the latest wargaming news and product reviews. A sample of John's bulletin can be had for 15 cents by addressing your request to his 439 Squadron, CFPO 5056, CANADA address.

Michiganers would be well advised to look into Michigan's Organized Wargamers. A club of over 40 members, its sole purpose is to promote gaming within the state. Their upcoming activities include Thanksgiving & Christmas conventions where wargamers can get together for competition or camaraderie. M.O.W. also offers a back-up system of gamesmasters for Postal **ORIGINS** games, a player rating system, and an address compilation of Michigan gamers, as well as three club-related newsletters. Interested parties should contact: Jim Pulsipher, 223DHH, Michigan Tech., Houghton, Michigan 49931.

Readers need not worry about the back to back placement of the **OPPONENT'S WANTED** AND **CONTEST** forms. Rest assured that when filled out on both sides, the contest entry is checked before being sent to the advertising section.

**LOYAL SUBSCRIBER DEPT.** To reward our full time subscribers for their loyalty we will continue the "special offer" deal instituted in the last issue. Here's how it will work. In each issue of the **GENERAL** we will post certain items which you may purchase at reduced prices by cutting out and sending in the discount star and accompanying descriptive copy. Such offers run only until the next issue of the **GENERAL**. Mark your order: "Loyal Subscriber Deal — Parts Department."

## THE GENERAL

This month we offer a limited quantity of blank hex sheets (PANZERBLITZ size) which we printed especially for our design staff, as well as the last remaining counters to the discontinued **U-BOAT** and **GUADALCANAL** games. The prices are:

◆ **U-BOAT** counters — 25 cents  
◆ **GUADALCANAL** counters — 50 cents  
◆ **PANZERBLITZ** size hex sheets — \$1.00

Don't forget to add 50 cents postage and handling charge. Offer ends November 1st, 1972.

The new president of the Avalon Hill Inter-continental Kriegspiel Society is none other than Omar Dewitt, past question and answer man for Avalon Hill. Naturally, the first project of the AHIKS under their new president was to publish an introductory booklet familiarizing their membership with their official rulings for ambiguities in Avalon Hill games. Although differing in some cases from Avalon Hill rulings, the booklet is well worth the \$1.00 asking price. AHIKS itself is also worth looking into. Established in 1966 by adults who were tired of easy, immature, sporadic, and disappearing opponents, AHIKS exists to minimize encounters with such people and to facilitate playing-by-mail. By restricting their membership to those at least 21 years of age, AHIKS has been quite successful in accomplishing this goal. Interested parties should contact Omar at his 78 Wickham Dr., Williamsville, N.Y. 14221 address.

The MIT Strategic Games Society has taken the first step towards year around wargame conventions by the sponsoring of **WINTER CON I**. Scheduled for the dead of winter (January 13th) on the MIT campus in Cambridge, Mass., it's a safe bet that the event won't be plagued by a lack of air conditioning. For further information write Kevin Slimak, 3 Ames St., Box 115, Cambridge, Mass. 02139.

Justifying its selection as last issue's feature article, Robert Garbisch's "Double Stalingrad" outpolled its nearest competitor by better than a 2:1 ratio, drawing 32% of the total vote, and gaining top literary honors for Volume 9, No. 2. Other prize winners included Mark Wielga for "Effective Gettysburg," Roy Easton for "Situation 101," Henry C. Robinette for "Defense Beyond the Ourthe," and Gregory Robleski for "Breakout Blitzkrieg."

Winners of Contest No. 50 who dazzled us with their constructive comments on improving the **GENERAL** included the following: Lyle Mindlin of Oak Park, Mich.; Fred Baube, Clarence Center, N.Y.; J. D. Wallace, Bloomington, Indiana; Walter Hamscher, Mineral Wells, Texas; Dennis Buckler, Lawrenceburg, Indiana; Charles Sprague, Tampa, Florida; Charles Neul, Peoria, Illinois; Gary Gruber, Phoenix, Arizona; Derrin Arnett, Portland, Oregon; and Tom Hurst, White-water, Wisc. Several of their suggestions will be implemented in forthcoming issues of the **GENERAL**.

## OPPONENTS WANTED

Expert player of adult age desiring PBM opponents for Hard Core S'grad. Also seek PBM members for The Hard Corps. Will sell S'pares. Richard Cochran, 2914 E. M oreland, Phoenix, Ariz. 85008. Phone: 275-3723.

Seek to buy discontinued AH games and seek info on AWOL Gary Gruber, 8718 N. 42nd Ave., Phoenix, Arizona 85021.

Average/expert player of college age desiring FTF and/or PBM opponents for A.K., Blitz, Luft, Stalin, Tact II, Midway, 1914, Jutland, Anzio. Will buy games or pbm kits. Michael R. Vandenberg, 8809 Fairhaven Rd., Little Rock, Arkansas 72205. Phone: 225-2417.

Average player of college age desiring FTF opponents for Blitz, Bulge, S-Grad, Will trade or sell games. Harlow Stevens, 602 W. Wabash, Crawfordville, Ind. 47833.

Novice player of high school age desiring PBM opponents for Battle of the Bulge. Also seek members for Midwestern Wargamers. Chris Berman, 303 Rose Ellen, Crown Point, Ind. 46307. Phone: 339-6013.

Average player of adult age desiring FTF opponents for P-Blitz, Stalingrad, Bulge, D-Day, Blitzkrieg, others. Robert E. Tucker, 1239 Chanute, Grissom AFB, Ind. 46970. Phone: 317-689-7965.

Average player of high school age desiring FTF and/or PBM opponents for Blitz, France '40. Also seek members for an area club. Want to buy 1914, S-grad. Dan Newbourn, 601 Amos, Shelbyville, Ind. 46167. Phone (317) 398-9480.

Average player of college age desiring FTF opponents for all AH games. Also seek members for SIML or SICL. Tony Adams, 328 S. Dale, Arlington Hts., Ill. 60004. Phone: 255-3512.

Novice player of high school age desiring PBM opponents for S-grad, B-Bulge, France '40, Joseph Costello, 8923 Grant Ave., Brookfield, Illinois 60513. Phone: 485-6364.

Adult age desires FTF and/or PBM opponents for Anzio, III, A.K., D-Day, Blitz. Will trade or sell Kriegspiel. Craig Foster, 1442 Dearborn, Chicago IL 60610. Phone: 642-7540.

Average player of high school age desiring FTF and PBM opponents for Midway, B-Krieg, P-Blitz, Bulge. Will trade or sell games. Jon Light, 1112 Loyola, Chicago, Ill. 60654. Phone: 973-1796.

Average player of high school age desiring FTF opponents for P-Blitz, 1914, Waterloo or anything. John Herzolina, 1302 S. 57th Ave, Cicero, Ill. 60650.

Original gamemaster — \$1.50. Send stamp for info. Lane G. Marinello, 916 Market St., DeKalb, Ill. 60115. Phone: (815) 758-3538.

Need WWII OB's for all nations. Lane Marinello, Box 311, Hinckley, Ill. 60520. Phone (815) 286-7412.

Wish to buy Bismarck and U-Boat. John Engberg, 189 W. Berkley Ln., Hoffman Estates, Ill. 60172. Phone: 894-5882.

Average player of high school age desiring FTF opponents for Waterloo, Paul Egan, 342 Elizabeth, Lombard, Ill. 60148. Phone: 627-0442.

Wanted Allied for Lanes N. D. Holocaust. Paul De Volpi, 603 Columbine, Lisle, Ill. 60532. Phone: 964-1297.

Will trade or sell games. Jeffrey A. Schramke, 5704 Carol, Morton Grove, Ill. 60053. Phone: 966-8816.

Novice player of high school age desiring FTF and/or PBM opponents for Bulge, P-Blitz, Anzio, Will. Will trade or sell: 1914, Gettysburg, U-Boat, Jutland, Eric Kirchner, 3849 Crestwood, Northbrook, Ill. 60062. Phone 272-6128.

Average player of high school age desiring FTF and/or PBM opponents for Midway, G-Canal, Anzio, Charles Neul, 3724 Donna Lane, Peoria, Ill. 61614. Phone: 682-4100.

Average player of college adult age desiring FTF and/or PBM opponents for Blitzkrieg. Also seek members for NWIL. Goldberg, 855 Muskingum, Pacific Palisades, Cal. 90272. Phone: (213) 454-7021.

Average player of adult age desiring FTF and/or PBM opponents for AK, S-Grad. Also seek members for AH/IKS. Joseph M. Hruby, 14943 Carranza Drive, Pacific Palisades, CA 90272. Phone: (213) 454-6358.

Novice player of high school age desiring FTF and/or PBM opponents for Blitzkrieg, 1914, D-Day, A.K., St. Also seek membership in any wargaming club. Will trade or sell games. Forrest Pinkerman, 4360 58th St., Sacramento, Calif. 95820. Phone: 451-8048.

Expert player of adult age desiring FTF and/or PBM opponents for Blitzkrieg. Also seek members for NWIL. Land games, especially Anzio. Tom Olson, 1200 High Ridge Lane, Santa Barbara, CA 93103. Phone: (805) 966-2351.

Average player of adult age desiring FTF opponents for Football Strategy. Also seek members for OOPS Football League. Jim Reilly, 16282 Main St. 36B, Tustin, CA 92680. Phone: 836-9478.

Novice player of high school age desiring FTF and/or PBM opponents for Gettysburg, Chess. Will buy or U-Boat. Michael Beavers, 113 Lincoln St., Watsonville, Calif. 95076.

Average player of college age desiring FTF and/or PBM opponents for Panzerblitz and Blitzkrieg. Will trade or sell games. Edwin W. Raith, 79 Tolland Ave., Stafford Springs, Conn. 06076. Phone: 684-2376.

Average player of college age desiring FTF and/or PBM opponents for France '40, P-Blitz, Luft, Anzio, Bulge, U-Boat. Kevin Conolly, 171 Oakwood Way, Winter Park, Fla. 32789. Phone: 645-5842.

Average player of high school age desiring FTF opponents for all AH games. Also seek members for PBM opponents for France '40, P-Blitz, Luft, Anzio, Tactics II, Midway, D-Day, Blitzkrieg. F. L. Hanigan, 220 Aha Niu Kapah St., Honolulu, Hawaii 96821. Phone: (808) 734-2998.

Average player of high school age desiring FTF and/or PBM opponents for Chess, most AH games. Also seek to get in contact with all gamers in Idaho. Jim Krenz, 141 E. 23rd St., Idaho Falls, Idaho 83401.

Average player of high school age desiring FTF and/or PBM opponents for 1914, B-Krieg, Bismarck, Bulge, Jutland, Anzio, W-Lo, G-Burg, G-Canal (hex) Guad. Also seek members for Des Besatzung Des Feutels. Eric Brewer, 4043 Morning-

## OPPONENTS WANTED

side, Bloomington, Ind. 47401. Phone: 332-6561. Average player of college desiring PBM opponents for S-Grad, Will sell Bismarck, Midway, Luftwaffe, K-spiel. Chic Hilliker, 3312 Stony Crest, Bloomington, Ind. 47401. Phone: 339-0933.

Average player of adult age desiring PBM opponents for Waterloo. J. D. Wallace, 920 Campus View Apts., Bloomington, Ind. 47401. Phone: 339-0613.

Average player of college age desiring PBM opponents for Blitz, Bulge, S-Grad, Will trade or sell games. Harlow Stevens, 602 W. Wabash, Crawfordville, Ind. 47833.

Novice player of high school age desiring PBM opponents for Battle of the Bulge. Also seek members for Midwestern Wargamers. Chris Berman, 303 Rose Ellen, Crown Point, Ind. 46307. Phone: 663-2895.

Average player of adult age desiring FTF opponents for P-Blitz, Stalingrad, Bulge, D-Day, Blitzkrieg, others. Robert E. Tucker, 1239 Chanute, Grissom AFB, Ind. 46970. Phone: 317-689-7965.

Average player of high school age desiring FTF and/or PBM opponents for Blitz, France '40. Also seek members for an area club. Want to buy 1914, S-grad. Dan Newbourn, 601 Amos, Shelbyville, Ind. 46167. Phone (317) 398-9480.

Average player of college age desiring FTF opponents for all AH games. Also seek members for SIML or SICL. Tony Adams, 328 S. Dale, Arlington Hts., Ill. 60004. Phone: 255-3512.

Novice player of high school age desiring PBM opponents for Chess, Panzerblitz, Waterloo, Anzio, Kriegspiel, Gettysburg, Guadalcanal, Diplomacy, Kriegspiel, Waterloo, Diplomacy games for a small fee. John Dowling, 273 Urbana Drive, Wheaton, Maryland 20906. Phone: 942-7243.

Player of high school age desiring FTF and/or PBM opponents for D-Day, Bulge, A.K., Blitz, 1914, Guadalcanal, Anzio, P-Blitz, L-waffe, S-Grad. Also seek members for S.S. Leibstandarte. Will buy games. John Gordon, 3 Sun Valley Drive, Framingham, Mass. 01701. Phone: 879-6186.

Will sell complete collection of General, Vol I/II through VIII/VI. Ken Hoffman, 266 Carroll St. New Bedford, Mass. 02740. Phone: 617-992-9062.

Average player of college age desiring PBM opponents for Chess, Panzerblitz, Waterloo, Anzio, Kriegspiel, Gettysburg, Guadalcanal, Diplomacy, Kriegspiel, Waterloo, Diplomacy games for a small fee. John Dowling, 273 Urbana Drive, Wheaton, Maryland 20906. Phone: 942-7243.

Novice player of high school age desiring PBM opponents for L-waffe, W-Lo, M-Way, D-Day, D-Day, Will trade or sell games. James Lwin, 15 Oscela, Worcester, Mass. 01606. Phone: 853-8821.

Player of college age desiring FTF and PBM opponents for Multi-player games. Also seek members for Michigan Organized Wargamers. Lewis Pulsipher, 329 Twin Towers, Albion Mich. 49224.

Novice player of high school age desiring PBM opponents for S-Grad, Bill Kranzdorf, 18494, Meyers, Detroit, Mich. 48235. Phone: 864-2126.

Average player of college adult age desiring PBM opponents for Blitzkrieg. A. P. Preston, 1549 L Spartan Vill., East Lansing, Mich. 48823.

Average player of adult age desiring FTF opponents for G-berg, S-grad, K-spiel, France '40. Also seek members for CWC, Carlingtons. Any interested contact me. Jim Graham III, 319 Country Club Dr., Charlotte, N.C. 28205. Phone: 334-2243.

Average player of college age desiring FTF opponents for AH games. Lt. David L. Kopp, 5842 Leisure Lane, Fayetteville, N.C. 28304. Phone: 868-1511.

Novice player of high school age desiring PBM opponents for Blitzkrieg and Anzio. Chuck Robins, 3021 Albemarle Dr., Greensboro, N.C. 27410. Phone: 292-8564.

Average player of high school age desiring FTF opponents for all Avalon Hill games. Will buy or sell games. John Gregg, 3011 Orchard Hwy., Manistee, Mich. 49660. Phone: 723-9098.

Average player of college age desiring PBM opponents for G-berg, Bulge, AK, Battle of Britain. Will trade or sell games. Lyle Mindlin, 2372 Beaver, Oak Park, Mich. 48237. Phone: L13-7421.

Expert player of college adult age desiring FTF and/or PBM opponents for Blitz, D-Day, Jutland, Midway, L. S. Tretrehan, 640 W. University, Rochester, Mich. 48063. Phone: 651-1473.

Average player of expert player of adult age desiring PBM opponents for P-Blitz, Blitz, D-Day, A-Korps, Luftwaffe, K-spiel, S-Grad, William J. Rose, 18573 Woodmont, Romulus, Mich. 48174.

Average player of high school age desiring PBM opponents for Blitzkrieg, 1914. Steve Martin, 7432 Bloomington Ave., Richfield, Minn. 55423. Phone: 866-6850.

Average/expert player of college age desiring FTF opponents for all strategic games, especially wargames. First contact, write, don't visit. David Feurst, 1717 E. Ave., Vicksburg, Ms. 39180. Phone: 636-5137.

Average player of college desiring FTF and PBM opponents for 1914, Jutland. Robert Schindler, 210 Patterson, Farmington, Missouri 63640. Phone: 756-6318.

Average/expert player of college age desiring FTF and/or PBM opponents for Anzio, Original, Luftwaffe, Panzerblitz, Blitzkrieg, Diplomacy, Midway, Waterloo, Jutland, Gettysburg, Will trade or sell games. Richard James Kane, 1518 Longfellow, Cherry Hill, N.J. 08003. Phone: 609-429-7355.

Average player of college age desiring FTF and/or PBM opponents for Bulge, P-Blitz, France '40. Will trade or sell games. Al Pela, Jr., 55 Cedar Ave., Highland Park, N.J. 08904. Phone: 201-828-5314.

Player desiring FTF and/or PBM opponents for D-Day, Blazingard, Afrika Korps, Eric Estes, 530 Octavia Place, Lyndhurst, New Jersey 07071.

Expert player of adult age desiring FTF opponents for any wargames or Dippy. Steven List, 67 Crest Circle, Matawan, N.J. 07747. Phone: 609-226-8237.

Average player of adult age desiring FTF and/or PBM opponents for Luftwaffe, A.K., Waterloo. Also want to join club. Frank Sam Miguel, 1114 Roberts Ave., Mays Landing, N.J. 08330. Phone: 625-1152.

Expert player of high school age desiring FTF and/or PBM opponents for Panzerblitz, France '40, U-boat, Stalingrad, A.K., 1914, Luftwaffe, Charlie S. Burden, Main Street Quinton, N.J. 08072. Phone: 935-1033.

Average player of adult age desiring FTF and/or PBM opponents for Panzerblitz, France '40, U-boat, Stalingrad, A.K., 1914, Luftwaffe, Charlie S. Burden, Main Street Quinton, N.J. 08072. Phone: 935-1033.

Average player of adult age desiring FTF and/or PBM opponents for Origins, Kriegspiel, Will trade or sell games. Rick Dette, 1810 Rt. 23, Wayne, N.J. 07470. Phone: 201-694-4400.

Average player of college age desiring FTF opponents for Waterloo & others. Thomas Hilton, 252 74th St., Bay Ridge, Brooklyn, N.Y. 11209. Phone: TE6-0830.

Novice/average player of adult age desiring PBM opponents for Panzerblitz. Will trade a like new condition Kriegspiel, for same condition, Panzerblitz. Frank PaPard, 4343 Barnes Ave., Bronx, N.Y. 10466.

Average player of college age desiring FTF and/or PBM opponents for P-Blitz, Luft, U-boat, A.K., Jut, Stalingrad, Tactics II, and PBM kits. Bill Townsend, 1400 1st Street, Baltimore, Maryland 21236. Phone: 236-3807.

Average player of college age desiring FTF and/or PBM opponents for 1914, B-Krieg, Bismarck, Bulge, Jutland, Anzio, W-Lo, G-Burg. Also seek members for Des Besatzung Des Feutels. Eric Brewer, 4043 Morning-

## OPPONENTS WANTED

Expert player of junior high school age desiring FTF opponents for Panzerblitz, Midway, France '40, Chess, Jutland, Paul Dietz, 9017 Manordale Lane, Ellicott City, Maryland 21043. Phone: 465-6446.

Average player of high school age desiring FTF and/or PBM opponents for all AH games. Also seek members for Alabama Club PBM Members. Will trade or sell games. Joe Sherly, 6921 Racehorse Lane, Rockville, Md. 20852. Phone: (301) 881-3860.

Average player of high school age desiring FTF and/or PBM opponents for Stalingrad, Anzio, Kriegspiel, Kriegspiel, Gettysburg, Guadalcanal, Diplomacy, Kriegspiel, Waterloo, Diplomacy games for a small fee. John Dowling, 273 Urbana Drive, Wheaton, Maryland 20906. Phone: 942-7243.

Average player of high school age desiring FTF and/or PBM opponents for all AH games. Will buy games. Martin Reed, 341 Beebe Rd., Mineola, LI, NY 11501. Phone: 516-747-0335.

Average player of high school age desiring FTF and/or PBM opponents for Bulge, A.K., Blitz, L-waffe, S-Grad. Also seek members for S.S. Leibstandarte. Will buy games. John Gordon, 3 Sun Valley Drive, Framingham, Mass. 01701. Phone: 879-6186.

Player of high school age desiring FTF and/or PBM opponents for D-Day, Bulge, A.K., Blitz, 1914, Guadalcanal, Anzio, P-Blitz, L-waffe, S-Grad. Also seek members for S.S. Leibstandarte. Will buy games. John Gordon, 3 Sun Valley Drive, Framingham, Mass. 01701. Phone: 879-6186.

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## OPPONENTS WANTED

Expert player of junior high school age desiring FTF opponents for Afrika Korps. Will trade or sell games. Tom Spirito, 77-14 25th Ave., Jackson Heights, NY 11370. Phone: 212-429-4636.

Expert player of adult age desiring FTF and/or PBM opponents for Panzerblitz and Borodino. Harold Erb, 149 Union Ave., LK, Ronkonkoma, NY 11779. Phone: 516-981-0005.

Expert player of adult age desiring PBM opponents for Origins, Diplomacy. Peter Valeri, 201-27th, Long Island City, N.Y. 11104. Phone: 212-784-1812.

Average player of adult age desiring Russian PBM opponents for S-Grad, Maurice Maloney, 610 Grand St., Mechanicville, N.Y. 12118. Phone: 614-3536.

Expert player of adult age desiring FTF opponents for Panzerblitz, Midway, France '40. Also seek members for S.S. Leibstandarte. Will buy games. Martin Reed, 321 Beebe, Mineola, LI, NY 11501. Phone: 516-747-0335.